

I Claim:

1 1. A method of displaying a digitally converted image comprising:
2 receiving a plurality of frames of digitized image data, each frame having a
3 plurality of pixel values;
4 capturing at least one reference frame into a frame buffer memory; wherein the
5 at least one reference frame is selected from the plurality of frames based on the pixel
6 values of each of the plurality of frames; and
7 transmitting the at least one captured reference frame to a display object.

1 2. The method of claim 1, wherein the capturing comprises:
2 storing a first one of the plurality of frames as a first reference frame in a frame
3 buffer memory;
4 iteratively comparing a subsequent one of the plurality of frames to the stored
5 reference frame until the difference between any of the plurality of pixel values of the
6 subsequent frame and the corresponding plurality of pixel values of the stored reference
7 frame exceed a pre-selected threshold value; and
8 storing a next subsequent one of the plurality of frames as a second reference
9 frame in the frame buffer memory.

1 3. The method of claim 2, wherein the pixel values comprise a numerical value for
2 each color of each pixel.

1 4. The method of claim 3, wherein the difference between any of the plurality of
2 pixel values is the difference between the numerical values for each color of each of the
3 corresponding pixels of the compared frames.

1 5. The method of claim 2, wherein the difference between any of the plurality of
2 pixel values of the compared frames exceeds a pre-selected threshold value when the
3 absolute value of the difference is greater than the pre-selected threshold value.

1 6. The method of claim 3 wherein the color for each pixel includes the colors red,
2 green, and blue.

1 7. An apparatus for displaying a digital image comprising:
2 an input for receiving a plurality of frames of digitized image data, each frame
3 having a plurality of pixel values;
4 a processor for storing a first one of the plurality of frames as a first reference
5 frame in a frame buffer memory, for iteratively comparing a subsequent one of the
6 plurality of frames to the reference frame until the difference between any of the plurality
7 of pixel values of the subsequent frame and the corresponding plurality of pixel values
8 of the first reference frame exceed a pre-selected threshold value, and for storing a next
9 subsequent one of the plurality of frames as a second reference frame in the frame
10 buffer memory; and
11 an output for transmitting the stored reference frames of data in frame buffer
12 memory to a display object.

1 8. The apparatus of claim 7, wherein the pixel values comprise a numerical value
2 for each of a plurality of colors of each pixel.

1 9. The apparatus of claim 8, wherein the plurality of colors for each pixel includes
2 red, green, and blue.

1 10. The apparatus of claim 8, wherein the difference between any of the plurality of
2 pixel values is the difference between the numerical value for each of the plurality of
3 colors for each of the corresponding pixels of the compared frames.

1 11. The apparatus of claim 8, wherein the difference between any of the plurality of
2 pixel values of the compared frames exceeds a pre-selected threshold value when the
3 absolute value of the difference is greater than the pre-selected threshold value.

12. A digital image display process comprising:

1 storing a first frame of data in a reference frame memory, the first frame of data
2 having a plurality of pixel values;

3 comparing a subsequent frame of data to the frame of data in reference frame
4 memory until the difference between any of the pixel values of the subsequent frame
5 and the corresponding pixel values of the frame of data in reference frame memory
6 exceed a pre-selected threshold value;

7 storing a next subsequent frame of data in a reference frame memory; and
8 transmitting the stored frames of data in reference frame memory to a display object.

1 13. The process of claim 12, wherein the difference between any of the pixel values
2 is the difference between a numerical value for each color of each of the corresponding
3 pixels of the compared frames.

1 14. The process of claim 13, wherein the difference between any of the pixel values
2 of the compared frames exceeds a pre-selected threshold value when the absolute
3 value of the difference is greater than the pre-selected threshold value.

1 15. A computer-readable medium having computer-executable instructions for
2 performing:

3 generating from an analog signal a plurality of frames of digitized image data,
4 each frame having a plurality of pixel values;

5 storing a first one of the plurality of frames as a reference frame in a frame buffer
6 memory;

7 *a*
iteratively comparing a subsequent one of the plurality of frames to the reference
8 frame until the difference between any of the plurality of pixel values of the subsequent
9 frame and the corresponding plurality of pixel values of the reference frame exceed a
10 pre-selected threshold value; and

11 storing a next subsequent one of the plurality of frames as a reference frame in
12 the frame buffer memory; and

13 transmitting the stored reference frames of data in frame buffer memory to a
14 display object.

1 16. A method of displaying a digitally converted image comprising:

2 generating from an analog signal a plurality of frames of digitized image data,
3 each frame having a plurality of pixel values;

4 selecting at least one the plurality of frames for display to a display object,
5 wherein the at least one frame is selected by:

6 storing a first one of the plurality of frames in a reference frame memory;

7 iteratively comparing a subsequent one of the plurality of frames to the
8 reference frame memory until the difference between any of the plurality of pixel
9 values of the subsequent frame and the corresponding plurality of pixel values of
10 the reference frame memory exceed a pre-selected threshold value; and
11 storing a next subsequent one of the plurality of frames in the reference
12 frame memory; and
13 transmitting the stored frames of data in the reference frame memory to the
14 display object.

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